In re Patent Application of
WILSON ET AL.
Serial No. **10/748,723**
Filed: **DECEMBER 30, 2003**

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In the Claims:

This listing of claims replaces all prior versions and
listings of claims in the application.

Claims 1-23 (Canceled).

24.   (Currently amended) A method of messaging between
a wireless mobile terminal operating on a wireless carrier
network and a networked computer on a landline network, the
method comprising:

starting a client on a device selected from the group
including the wireless mobile terminal and the networked
computer, the client for communicating messages in a push-to-
talk (PTT) mode;

the client sending a login message to a server located
outside of the wireless carrier network, the server
communicating with the client by way of a packet network;

the server establishing a communication session with
the client in response to receiving the login message;

at the device, selecting at least one recipient for a
PTT message, the at least one recipient including the other
device from the group including the wireless mobile terminal and
the networked computer;

sending the PTT message to the server by way of the
packet network using a PTT function provided by the client;

determining availability of the at least one recipient to currently receive the PTT message; and

the server selectively forwarding the PTT message to the at least one recipient that is available, and based on the respective availability of the at least one recipient,

storing the PTT message for later delivery to an unavailable recipient, and

the server also forwarding the PTT message to an external email system for delivery to the unavailable recipient using login information stored at the server, the login information being for the external email system and associated with the unavailable recipient.

25.   (Previously Presented) The method of claim 24, wherein the PTT message is selected from a group including a voice message, a text message, and a combination of the foregoing.

26.   (Canceled).

27. (Previously Presented) The method of claim 24, further comprising:

the server forwarding the PTT message to an external instant messaging (IM) system.

28. (Previously Presented) The method of claim 24, wherein the PTT message includes streaming voice.

Claims 29-38 (Canceled).

39. (Currently amended) A computer program product stored on a computer-readable medium for permitting messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline packet network, the computer program product comprising:

program code means for

establishing a communication session with a server for communicating with the wireless mobile terminal and the networked computer by way of a packet network, the communication session involving transfer of voice and text messages between the wireless mobile terminal and the networked computer;

presenting a user interface for composing a text message;

presenting a user interface for selecting message recipients to receive messages during the communication session, the message recipients including the wireless mobile terminal and the networked computer;

allowing a user to record and send a voice message to the message recipients via the server using a push-to-talk (PTT) mode;

allowing the user to send the text message to the message recipients via the server using instant messaging;

displaying at the wireless mobile terminal and the networked computer the text message and an indicia of the voice message in a single displayed conversation thread; and

allowing the user to send the text message to unavailable message recipients via an external email system using login information stored at the server, the login information being for the external email system and associated with the unavailable message recipients.

40.   (Previously Presented) The computer program product of claim 39, wherein the program code means is also for sending the voice message as streaming voice.

41.   (Canceled).

42.   (Previously Presented) The computer program product of claim 39, wherein the program code means is also for playing voice messages received from the server.

43.   (Previously Presented) The computer program product of claim 39, wherein the program code means is also for displaying text messages received from the server.

44.   (Previously Presented) The computer program product of claim 39, wherein the program code means is also for accessing a list of the message recipients stored at the server.

45.   (Currently amended) A wireless mobile terminal for operating on a wireless carrier network, the wireless mobile terminal comprising:

a display screen;

a memory for storing program code; and

a processor, operatively coupled to the memory and the display screen, for executing the program code;

the program code stored in the memory for

establishing a communication session with a server capable of forwarding messages to a networked computer located on a wired network by way of a packet network;

recording a voice message;

accessing a list of potential message recipients stored at the server;

displaying the list on the display screen;

presenting on the display screen a graphical user

interface for selecting at least one message recipient from the list displayed on the display screen, the at least one message recipient including the networked computer;

sending the voice message as streaming voice to the server for delivery to the at least one message recipient; and

sending the voice message to unavailable message recipients via an external email system using login information stored at the server, the login information being for the external email system and associated with the unavailable message recipients.

46. (Previously Presented) The wireless mobile terminal of claim 45, wherein the program code is also for:

presenting a user interface for composing a text message; and

sending the text message to the server for delivery to the at least one message recipient.

47. (Previously Presented) The wireless mobile terminal of claim 45, wherein the program code is also for allowing a user to send the voice message using a push-to-talk mode.

48. (Previously Presented) The wireless mobile terminal of claim 45, further comprising: a speaker; and wherein the program code is also for playing voice message received from the server on the speaker.

49. (Previously Presented) The wireless mobile terminal of claim 45, wherein the program code is also for displaying text messages received from the server on the display screen.

50. (Canceled)

51. (Currently amended) A networked device for operating on a wired packet network, the networked device comprising:

    a network interface;

    a display screen;

    a memory for storing program code; and

    a processor, operatively coupled to the memory, the display screen, and the network interface, for executing the program code for

        establishing a communication session with a server through the network interface, the server being capable of forwarding messages to a wireless mobile terminal operating on a wireless carrier network;

        recording a voice message;

accessing a list of potential message recipients stored at the server;

displaying the list on the display screen;

presenting on the display screen a graphical user interface for selecting at least one message recipient from the list displayed on the display screen, the at least one message recipient including the wireless mobile terminal;

sending the voice message as streaming voice to the server for delivery to the at least one message recipient; and

sending the voice message to unavailable message recipients via an external email system using login information stored at the server, the login information being for the external email system and associated with the unavailable message recipients.

52. (Previously Presented) The networked device of claim 51, wherein the processor further executes the program code for:

presenting a user interface for composing a text message; and

sending the text message to the server for delivery to the message recipients.

53.   (Previously Presented) The networked device of claim 51, wherein the processor further executes the program code for allowing a user to send the voice message using a push-to-talk mode.

54.   (Previously Presented) The networked device of claim 51, further comprising: a speaker; and wherein the processor further executes the program code for playing voice messages received from the server on the speaker.

55.   (Previously Presented) The networked device of claim 51, wherein the processor further executes the program code for displaying text messages received from the server on the display screen.

Claims 56-64 (Canceled).

65. (Currently amended) A system for messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, the system comprising:

a client software application on a device selected from the group including the wireless mobile terminal and the networked computer, the client software application for communicating messages in a push-to-talk (PTT) mode;

means for sending a login message from the device to a server located outside of the wireless carrier network, the server communicating with the client by way of a packet network;

means, included in the server, for establishing a communication session with the client in response to receiving the login message;

means, included in the device, for selecting at least one recipient for a PTT message, the at least one recipient including the other device from the group including the wireless mobile terminal and the networked computer;

means for sending the PTT message from the device to the server by way of the packet network using a PTT function provided by the client;

means for determining availability of each of the at least one recipient to currently receive the PTT message; and

means, included in the server, for selectively forwarding the PTT message to the at least one recipient that is available, and based on the respective availability of the at least one recipient,

storing the PTT message for later delivery to an unavailable recipient, and

forwarding the PTT message to an external email system for delivery to the unavailable recipient using login information stored at the server, the login information being for the external email system and associated with the unavailable recipient.

66. (Previously Presented) The method of claim 24, further comprising:

storing, at the server, a user ID and user password useable for logging into the external email system, the user ID and the user password allowing access to an external email service account of a PTT message sender sending the PTT message from the client;

determining that an intended recipient of the PTT message is an email client of the external email system;

the server logging into the external email system as a proxy on behalf of the PTT message sender using the PTT message sender's stored user ID and user password; and

forwarding the PTT message to the email client using the PTT message sender's external email service account.

67. (Previously Presented) The method of claim 27, further comprising:

storing, at the server, a user ID and user password useable for logging into the external instant messaging (IM) system, the user ID and user password allowing access to an external IM service account of a PTT message sender sending the PTT message from the client;

determining whether an intended recipient of the PTT message is an IM client of the external IM system;

the server automatically logging into the external IM system as a proxy on behalf of the PTT message sender using the PTT message sender's stored user ID and user password; and

forwarding the PTT message to the IM Client using the PTT message sender's external IM service account.

68.   (Previously Presented) The method of claim 67, further comprising:

transcoding the PTT message into a digitized voice message formatted for playback using a predetermined web browser multimedia plugin;

storing the digitized voice message in a voice message database;

assigning a universal resource locator (URL) to the stored digitized voice message;

imbedding the URL in a text message; and

sending the text message imbedding the URL to the IM client.

69.   (Previously Presented) The method of claim 24, further comprising: the client periodically sending a keep-alive message to the server for maintaining as active the communication session between the server and the client.